

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1. (Currently amended) A method for logically remapping commands to logical buttons of a computing device comprising a display, said logical buttons having associated commands, said method comprising:

configuring a first logical button from among said logical buttons to execute, upon activation of the first logical button, one of a first command call and a second command call at the computing device;

detecting a change in orientation relative to the display of images presented on the display from a first orientation to a second orientation at the computing device; and

responsive to the detection of the change in orientation relative to the display of the images presented on the display, automatically logically remapping the commands to the logical buttons based on the second orientation of the images presented on the display by configuring a second logical button from among said logical buttons to execute, upon activation of the second logical button, one of the first command call and the second command call.

2. (Previously Presented) The method of claim 1 wherein the display is a visual display device.

3. (Previously Presented) The method of claim 1 wherein the display is a non-visual display device.

4. (Previously Presented) The method of claim 1 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.

5. (Previously Presented) The method of claim 1, further comprising detecting a change in orientation of the display at the computing device and, responsive to the detection of the change in orientation of the display, automatically changing the orientation relative to the display of the images presented on the display.
6. (Previously Presented) The method of claim 1, further comprising detecting a command to change the orientation relative to the display of the images presented on the display from the first orientation to the second orientation at the computing device and, responsive to the detection of the command, automatically changing the orientation relative to the display of the images presented on the display from the first orientation to the second orientation.
7. (Canceled)
8. (Canceled)
9. (Previously Presented) The method of claim 1 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.
10. (Previously Presented) The method of claim 1 wherein the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

11. (Previously presented) The method of claim 10 wherein:

if the images presented on the display are rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the images presented on the display are rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the images presented on the display are rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

12. (Currently amended) A user interface system for logically remapping commands to logical buttons of a computing device having a display, said logical buttons having associated commands, said system comprising:

a subsystem for configuring a first logical button from among the logical buttons to execute, upon activation of the first logical button, one of a first command call and a second command call;

a subsystem for detecting a change in orientation relative to the display of images presented on the display from a first orientation to a second orientation; and

a subsystem for, responsive to the detection of the change in orientation relative to the display of the images presented on the display, automatically logically remapping the commands to the logical buttons based on the second orientation of the display by configuring a second logical button from among the logical buttons to execute, upon activation of the second logical button, one of the first command call and the second command call.

13. (Previously Presented) The user interface system of claim 12 wherein the display is a visual display device.

14. (Previously Presented) The user interface system of claim 12 wherein the display is a non-visual display device.
15. (Previously Presented) The user interface system of claim 12 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.
16. (Previously Presented) The user interface system of claim 12 wherein, further comprising a subsystem for detecting a change in orientation of the display, and a subsystem for, responsive to the detection of the change in orientation of the display, automatically changing the orientation relative to the display of the images presented on the display.
17. (Previously Presented) The user interface system of claim 12, further comprising a subsystem for detecting a command to change the orientation relative to the display of the images presented on the display from the first orientation to the second orientation, and a subsystem for, responsive to the detection of the command, automatically changing the orientation relative to the display of the images presented on the display from the first orientation to the second orientation.
18. (Canceled)
19. (Canceled)
20. (Previously Presented) The user interface system of claim 12 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.

21. (Previously Presented) The user interface system of claim 12 wherein the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

22. (Previously Presented) The user interface system of claim 21 wherein:

if the images presented on the display are rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the images presented on the display are rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the images presented on the display are rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

23. (Currently amended) A computer-readable medium having computer-readable instructions for ~~a method of~~ logically remapping commands to logical buttons of a computing device comprising a display, said logical buttons having associated commands for, said method instructions comprising instructions for:

configuring a first logical button from among the logical buttons to execute, upon activation of the first logical button, one of a first command call and a second command call

detecting a change in orientation relative to the display of images presented on the display from a first orientation to a second orientation; and

responsive to the detection of the change in orientation relative to the display of the images presented on the display, automatically logically remapping the commands to the logical buttons based on the second orientation of the display by configuring a second logical button from among the logical buttons to execute, upon activation of the second logical button, one of the first command call and the second command call.

24. (Previously Presented) The computer-readable medium of claim 23 wherein the display is a visual display device.
25. (Previously Presented) The computer-readable medium of claim 23 wherein the display is a non-visual display device.
26. (Previously Presented) The computer-readable medium of claim 23 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.
27. (Currently amended) The computer-readable medium of claim 23 wherein the ~~method further comprises instructions further comprise instructions for detecting~~ a change in orientation of the display and, responsive to the detection of the change in orientation of the display, automatically changing the orientation relative to the display of the images presented on the display.
28. (Currently amended) The computer-readable medium of claim 23 wherein the ~~method further comprises instructions further comprise instructions for detecting~~ a command to change the orientation relative to the display of the images presented on the display from the first orientation to the second orientation and, responsive to the detection of the command, automatically changing the orientation relative to the display of the images presented on the display from the first orientation to the second orientation.
29. (Canceled)
30. (Canceled)

31. (Previously Presented) The computer-readable medium of claim 23 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.
32. (Previously Presented) The computer-readable medium of claim 23 wherein the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.
33. (Previously Presented) The computer-readable medium of claim 32 wherein:
  - if the images presented on the display are rotated one quarter to the right, the commands for UP and DOWN are transposed;
  - if the images presented on the display are rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and
  - if the images presented on the display are rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

34. (Currently amended) A hardware control device for implementing a method of logically remapping commands to logical buttons of a computing device comprising a display, said logical buttons having associated commands, said computing device further comprising:

a component configured to configure a first logical button from among the logical buttons to execute, upon activation of the first logical button, one of a first command call and a second command call; and

[[a]] the component further configured to detect a change in orientation relative to the display of images presented on the display from a first orientation to a second orientation and,

responsive to the detection of the change in orientation relative to the display of the images presented on the display, automatically logically remapping remap the commands to the logical buttons based on the second orientation of the display by configuring a second logical button from among said logical buttons to execute, upon activation of the second logical button, one of the first command call and the second command call.

35. (Previously Presented) The hardware control device of claim 34 wherein the display is a visual display device.

36. (Previously Presented) The hardware control device of claim 34 wherein the display is a non-visual display device.

37. (Previously Presented) The hardware control device of claim 34 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.

38. (Previously Presented) The hardware control device of claim 34 wherein the component is further configured to detect a change in orientation of the display and, responsive to the detection of the change in orientation of the display, automatically changing the orientation relative to the display of the images presented on the display.

39. (Previously Presented) The hardware control device of claim 34 wherein the component is further configured to detect a command to change the orientation relative to the display of the images presented on the display from the first orientation to the second orientation and, responsive to the detection of the command, automatically changing the orientation relative to the display of the images presented on the display from the first orientation to the second orientation.

40. (Canceled)

41. (Canceled)

42. (Previously Presented) The hardware control device of claim 34 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.

43. (Previously Presented) The hardware control device of claim 34 wherein if the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

44. (Previously Presented) The hardware control device of claim 43 wherein:

if the images presented on the display are rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the images presented on the display are rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the images presented on the display are rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

45. (Canceled)

46. (Withdrawn) A system for increasing user interface effectiveness for a navigational device coupled to a physically rotate-able display device having a display, said navigational device having logical buttons and associated commands for such logical buttons, wherein said navigational device is rotationally movable separate from the display device.
47. (Withdrawn) The system of claim 46 wherein the navigational device is capable of being rotated in the opposite direction of the display device when the display device is being rotated.
48. (Withdrawn) The system of claim 46 wherein the orientation of the navigational device is capable of being rotated independently of the orientation of the display device.
49. (Withdrawn) A method for increasing user interface effectiveness for a navigational device coupled to a physically rotate-able display device having a display, said navigational device having logical buttons and associated commands for such logical buttons, and said navigational device being rotationally movable separate from the display device, said method comprising the rotation of said navigational device.
50. (Withdrawn) The method of claim 49 wherein the navigational device is rotated in the opposite direction of the display device when the display device is being rotated.
51. (Withdrawn) The method of claim 49 wherein the orientation of the navigational device is rotated independently of the orientation of the display device.
52. (Withdrawn) A computer-readable medium having computer-readable instructions for a navigational device coupled to a physically rotate-able display device having a display, said navigational device having logical buttons and associated commands for such logical

buttons, wherein said navigational device is rotationally movable separate from the display device.

53. (Withdrawn) The computer-readable medium of claim 52 wherein the navigational device is capable of being rotated in the opposite direction of the display device when the display device is being rotated.

54. (Withdrawn) The computer-readable medium of claim 52 wherein the orientation of the navigational device is capable of being rotated independently of the orientation of the display device.

55. (Withdrawn) A hardware control device for increasing user interface effectiveness comprising a navigational device coupled to a physically rotate-able display device having a display, said navigational device having logical buttons and associated commands for such logical buttons, wherein said navigational device is rotationally movable separate from the display device.

56. (Withdrawn) The hardware control device of claim 55 wherein the navigational device is capable of being rotated in the opposite direction of the display device when the display device is being rotated.

57. (Withdrawn) The hardware control device of claim 55 wherein the orientation of the navigational device is capable of being rotated independently of the orientation of the display device.

58. (Withdrawn) A method for increasing user interface effectiveness for a navigational device coupled to a physically rotate-able display device having a display, said navigational

device having logical buttons and associated commands for such logical buttons, said method for said navigational device comprising means by which said navigational device can be rotated separate from the display device.

59. (Withdrawn) The method of claim 58 wherein the navigational device comprises means for being rotated in the opposite direction of the display device when the display device is being rotated.

60. (Withdrawn) The method of claim 58 wherein the orientation of the navigational device comprises means for being rotated independently of the orientation of the display device.